

Spinner

Spinner A Spinner is a loading indicator that provides visual feedback to users during asynchronous operations. It helps maintain user engagement by clearly communicating that a process is in progress, reducing perceived wait times and improving user experience. Import ■ import { AavaSpinnerComponent } from "@aava/play-core"; Basic Usage ■ The spinner component supports multiple visual styles, sizes, and colors to match your application's design system. Sizes ■ Available spinner sizes: xs (Extra Small) : Smallest spinner for inline use sm (Small) : Compact spinner for inline use md (Medium) : Default size for general use lg (Large) : Prominent spinner for important operations xl (Extra Large) : Maximum size for high-impact loading states Colors ■ Semantic color variants: primary : Default brand color secondary : Secondary brand color success : Success state indication warning : Warning state indication danger : Error or critical state indication Accessibility ■ Built-in accessibility features ensuring inclusive user experience for loading states. Accessibility Features ■ ARIA Labels : Use aria-label or aria-labelledby to describe the loading state Live Regions : Announce loading state changes to screen readers using aria-live Focus Management : Ensure proper focus handling during loading states Reduced Motion : Respect user preferences for reduced motion with prefers-reduced-motion Timeout Handling : Provide fallback mechanisms for extended loading times Screen Reader Support : Semantic HTML structure for assistive technologies Keyboard Navigation : Maintain keyboard accessibility during loading states Color Contrast : Ensure sufficient contrast for all spinner variants Status Communication : Clear communication of loading progress and completion API Reference ■ Inputs ■ Property Type Default Description type SpinnerType 'circular' Visual style of the spinner size SpinnerSize 'md' Size of the spinner color SpinnerColor 'primary' Color variant of the spinner animation boolean true Whether to animate the spinner progressIndex number undefined Progress value for determinate loading (0-100) CSS Custom Properties ■ Size Tokens ■ Property Description Default --spinner-size-xs Extra small spinner dimensions 16px --spinner-size-sm Small spinner dimensions 20px --spinner-size-md Medium spinner dimensions 24px --spinner-size-lg Large spinner dimensions 48px --spinner-size-xl Extra large spinner dimensions 64px Color Tokens ■ Property Description Default --spinner-primary-track Primary spinner track color rgba(59, 130, 246, 0.2) --spinner-primary-fill Primary spinner fill color rgb(59, 130, 246) --spinner-secondary-track Secondary spinner track color rgba(107, 114, 128, 0.2) --spinner-secondary-fill Secondary spinner fill color rgb(107, 114, 128) --spinner-success-track Success spinner track color rgba(34, 197, 94, 0.2) --spinner-success-fill Success spinner fill color rgb(34, 197, 94) --spinner-warning-track Warning spinner track color rgba(245, 158, 11, 0.2) --spinner-warning-fill Warning spinner fill color rgb(245, 158, 11) --spinner-error-track Error spinner track color rgba(239, 68, 68, 0.2) --spinner-error-fill Error spinner fill color rgb(239, 68, 68) Animation Tokens ■ Property Description Default --spinner-animation-duration Spinner rotation duration 3s --spinner-animation-timing

Spinner animation timing function linear Best Practices ■ Design Guidelines ■ Context

Appropriate : Use appropriate sizes for the context and available space Semantic Colors : Choose colors that align with your design system and semantic meaning Prominent Placement : Position spinners prominently for critical operations Loading States : Consider using skeleton screens for complex loading states Clear Context : Provide clear context about what is loading Consistent Timing : Use consistent animation timing across your application Visual Hierarchy : Size spinners according to the importance of the loading operation Performance ■ Timing Thresholds : Only show spinners for operations that take more than 200ms Animation Optimization : Use CSS animations instead of JavaScript for better performance Progress Indicators : Use progress mode for operations with known duration State Management : Implement proper loading state management to prevent flickering Resource Efficiency : Avoid unnecessary re-renders during loading states Bundle Size : Consider lazy loading spinner variants not immediately needed User Experience ■ Clear Messaging : Provide clear messaging about what is loading Consistent Patterns : Use consistent spinner styles throughout your application Cancel Options : Consider providing cancel options for long-running operations Error Handling : Implement proper error handling for failed operations Progress Feedback : For long operations, show progress or estimated time Completion States : Provide clear indication when loading is complete

```
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```

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<aava-spinner
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